

RICOCHET



The Star Ship Orion was sent out on a survey mission from Earth to the Hercules Cluster. Most of the survey had been successful, there was only one small nebula left to map, the four robot operatives shut down for the last long space voyage, unaware of the dangers ahead.

When the robots reactivated they found that the Star Ship had been taken over by a strange mechanical alien race, the ZIMEN.

The Zimen have introduced many hazards onto the ship, as well as confining all the robots in different parts of the ship. You have to free all four robots and guide them to the bridge, where they need to log on to the main computer to free the ship and win the game.

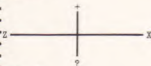
If you can decipher the Zimen's language you can remove their reprogramming of the various systems on the ship and use them to your advantage.

LOADING INSTRUCTIONS

Amstrad 464: Press CNTRL and small ENTER.

Amstrad 6128: Type ! TAPE and press RETURN. Press CNTRL and small ENTER.

CONTROLS



- | | |
|--------|--|
| •SHIFT | Fire |
| •1-4 | Select Robot |
| •5 | Transfers energy between current robot and any robot touching you. |
| •P | Pause Game |
| •ESC | Abort Game |

THE CREW

- 1 Slug
The ship's captain and pilot, although specialized he is an older model and slowing down, a fact he does not like.
- 2 Plot
Navigator, utterly brilliant, he takes on the ship's computer at 4 dimensional chess, but he does not like losing.
- 3 Knut
Engineer, expert at all forms of repair and knows the ship backwards, however he cannot tighten his own loose screw.
- 4 Bodd
Crewman and lowest of the low, he is a jack of all trades, even if he has not mastered any of them, and he is also just a little cowardly.

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